

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (currently amended): A method for displaying an image of a dragging object during a drag and drop operation, comprising:

installing one or more keyboard and mouse event listeners to a Java application implemented in a window, wherein the one or more keyboard and mouse event listeners follows movements of a mouse cursor;

attaching a custom glass pane to the window of the Java application, wherein the mouse cursor is located in the window; and

displaying a drag image approximate the mouse cursor using the custom glass pane, wherein the drag image represents is a ghost image of the dragging object and moves with the mouse cursor, and wherein the ghost image disappears after the drag and drop operation.

2. (original): The method of claim 1, further comprising removing the custom glass pane from the window after the drag and drop operation.

3. (original): The method of claim 1, wherein the displaying step includes repainting the drag image using the custom glass pane.

4. (previously presented): The method of claim 1, wherein the displaying step comprises:

detaching the custom glass pane from a previous window of the Java application; and  
attaching the custom glass pane to a next window of the Java application where the mouse cursor is currently located.

5. (original): The method of claim 1, wherein the displaying step includes using a standard drag and drop application programming interface (API) specification.

6. (original): The method of claim 1, wherein the installing step includes installing the one or more keyboard and mouse event listeners at a global application level.

7. (original): The method of claim 1, further comprising saving a currently installed glass pane in a storage device before attaching the custom glass pane to the window.

8. (original): The method of claim 1, further comprising reattaching a previously saved glass pane to the window after removing the custom glass pane from the window after the drag and drop operation.

9. (currently amended): An apparatus for displaying an image of a dragging object during a drag and drop operation, comprising:

a window for implementing a Java application;

one or more keyboard and mouse event listeners for following movements of a mouse cursor; and

a custom glass pane attached to the window of the Java application, wherein the custom glass pane displays a drag image approximate the mouse cursor, and wherein the drag image represents is a ghost image of the dragging object and moves with the mouse cursor, and wherein the ghost image disappears after the drag and drop operation.

10. (original): The apparatus of claim 9, wherein the custom glass pane is removed from the window after the drag and drop operation.

11. (original): The apparatus of claim 9, wherein the drag image is repainted to the window by the custom glass pane.

12. (previously presented): The apparatus of claim 9, wherein the custom glass pane is detached from a previous window of the Java application and attached to a next window of the Java application where the mouse cursor is currently located.

13. (original): The apparatus of claim 9, wherein a currently installed glass pane is saved in a storage device before the custom glass pane is attached to the window.

14. (original): The apparatus of claim 9, wherein a previously saved glass pane is reattached to the window after the custom glass pane is removed from the window after the drag and drop operation.

15. (currently amended): A computer readable medium providing instructions for displaying an image of a dragging object during a drag and drop operation, the instructions comprising:

installing one or more keyboard and mouse event listeners to a Java application implemented in a window, wherein the one or more keyboard and mouse event listeners follows movements of a mouse cursor;

attaching a custom glass pane to the window of the Java application where the mouse cursor is located; and

displaying a drag image approximate the mouse cursor using the custom glass pane, wherein the drag image represents is a ghost image of the dragging object and moves with the mouse cursor, and wherein the ghost image disappears after the drag and drop operation.

16. (original): The computer readable medium of claim 15, further comprising instructions for removing the custom glass pane from the window after the drag and drop operation.
17. (original): The computer readable medium of claim 15, wherein the instructions for displaying include instructions for repainting the drag image using the custom glass pane.
18. (previously presented): The computer readable medium of claim 15, wherein the instructions for displaying comprises instructions for:  
detaching the custom glass pane from a previous window of the Java application; and  
attaching the custom glass pane to a next window of the Java application where the mouse cursor is currently located.
19. (original): The computer readable medium of claim 15, further comprising instructions for saving a currently installed glass pane in a storage device before attaching the custom glass pane to the window.
20. (currently amended): The computer readable medium of claim 15, further comprising instructions for reattaching a previously saved glass pane to the window after removing the custom glass pane from the window after the drag and drop operation.
21. (previously presented): The method of claim 1, wherein the drag image is made half-transparent by changing alpha channel values for each pixel of an original image.
22. (previously presented): The method of claim 1, wherein the displaying the drag image step utilizes Java library functions.
23. (previously presented): The apparatus of claim 9, wherein the drag image is made half-transparent by changing alpha channel values for each pixel of an original image.
24. (previously presented): The apparatus of claim 9, wherein the custom glass pane utilizes Java library functions to display the drag image.